

CLAIMS:

What is claimed is:

1. A method for using a mobile device, comprising:
receiving a signal from an access point in an environment;
5 determining a strength for the signal from the access point;
comparing the signal strength with a threshold signal strength for the access point, the
threshold signal strength for the access point stored in a storage on the mobile device;
determining a location for the mobile device in the environment as the access point if
the signal strength exceeds the threshold signal strength; and
10 presenting data to a user on the mobile device, the data contingent on the location of
the mobile device in an environment.
2. A method according to claim 1, wherein:
receiving a signal includes receiving a plurality of signals from a plurality of access
15 points in the environment;
determining a strength includes determining a strength for each signal from each
access point;
comparing the signal strength includes comparing the signal strength with a threshold
signal strength for each access point, the threshold signal strength for the access point stored
20 in a storage on the mobile device; and
determining a location includes determining the location for the mobile device in the
environment as a first access point with a highest signal strength for the first access point
relative to a threshold signal strength for the first access point.
- 25 3. A method according to claim 1, further comprising accessing the data from the
storage on the mobile device.
4. A method according to claim 3, further comprising synchronizing the storage
on the mobile device with a second storage on a server.
- 30 5. A method according to claim 1, further comprising accessing the data from a
storage on a server.

6. A method according to claim 1, further comprising repeating the steps of receiving a signal, determining a strength, comparing the signal strength with a threshold signal strength, determining a location, and presenting data to a user on the mobile device, the data contingent on the location of the mobile device in an environment.

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7. A method according to claim 1, further comprising logging an activity of the mobile device.

8. A method according to claim 7, wherein logging an activity includes logging an input to the mobile device by the user.

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9. A method according to claim 7, logging an activity includes logging the data presented to the user.

10. A method according to claim 7, further comprising synchronizing the log of the activity with a server.

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11. A method according to claim 10, further comprising accessing the log from the server by user from a computer.

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12. A system, comprising:

a server, the server including first data and second data, the first data including location-specific data for at least two locations, the second data including a list of at least two access points, each access point including a threshold signal strength;

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a mobile device to present the first data to a user using the second data; and
a connection mechanism to synchronize at least the second data on the mobile device with the second data on the server.

13. A system according to claim 12, wherein the connection mechanism includes a wired connection between the mobile device with the server.

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14. A system according to claim 12, wherein the connection mechanism includes a wireless connection between the mobile device with the server.

15. A system according to claim 12, wherein the connection mechanism includes means for synchronizing the first data on the mobile device with the first data on the server.

5 16. A system according to claim 12, wherein:
the server includes a first log of an activity;
the mobile device includes a second log of the activity; and
the connection mechanism transfers the second log of the activity from the mobile device to the first log of the activity on the server.

10 17. A system according to claim 12, wherein the server further includes a network connection to enable the user to access the first log of the activity from a computer.

15 18. A system according to claim 12, further comprising an access point to generate a signal receivable by the mobile device to determine a signal strength.

19. A system according to claim 12, wherein the mobile device accesses the first data via a wireless connection to the server.

20 20. A method for using a mobile device, comprising:
presenting a user with a list of locations;
receiving a selected location from the user; and
presenting data to a user on the mobile device, the data contingent on the location of the mobile device in an environment.

25 21. A method according to claim 20, further comprising accessing the data from a storage on the mobile device.

22. A method according to claim 20, further comprising accessing the data from a storage on a server.

30 23. A kit, comprising:
a case;
a computer installed in the case;
storage on the computer to store a computer tour content;

a plurality of mobile devices that can be carried in the case;
storages on the plurality of mobile devices to store a mobile tour content;
a synchronization mechanism to synchronize the computer tour content stored on the
computer with the mobile tour content stored on the mobile devices; and
5 tour software installed on each of the plurality of mobile devices to display the mobile
tour content to users of the mobile devices.

24. A kit according to claim 23, further comprising a network connection to the
computer, to enable the computer to access a remote server storing the content.

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25. A kit according to claim 23, wherein:
the computer includes computer software to communicate with the plurality of mobile
devices across the synchronization mechanism; and
each of the mobile devices includes mobile software to communicate with the
15 computer across the synchronization mechanism.

26. A kit according to claim 25, wherein the computer software includes:
a first thread to send a first information to at least one of the plurality of mobile
devices; and
20 a second thread to receive a second information from at least one of the plurality of
mobile devices.

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27. A kit according to claim 25, wherein the mobile software includes:
a first thread to send a first information to the computer; and
25 a second thread to receive a second information from the computer.

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